

HI-RES ADVENTURE #3

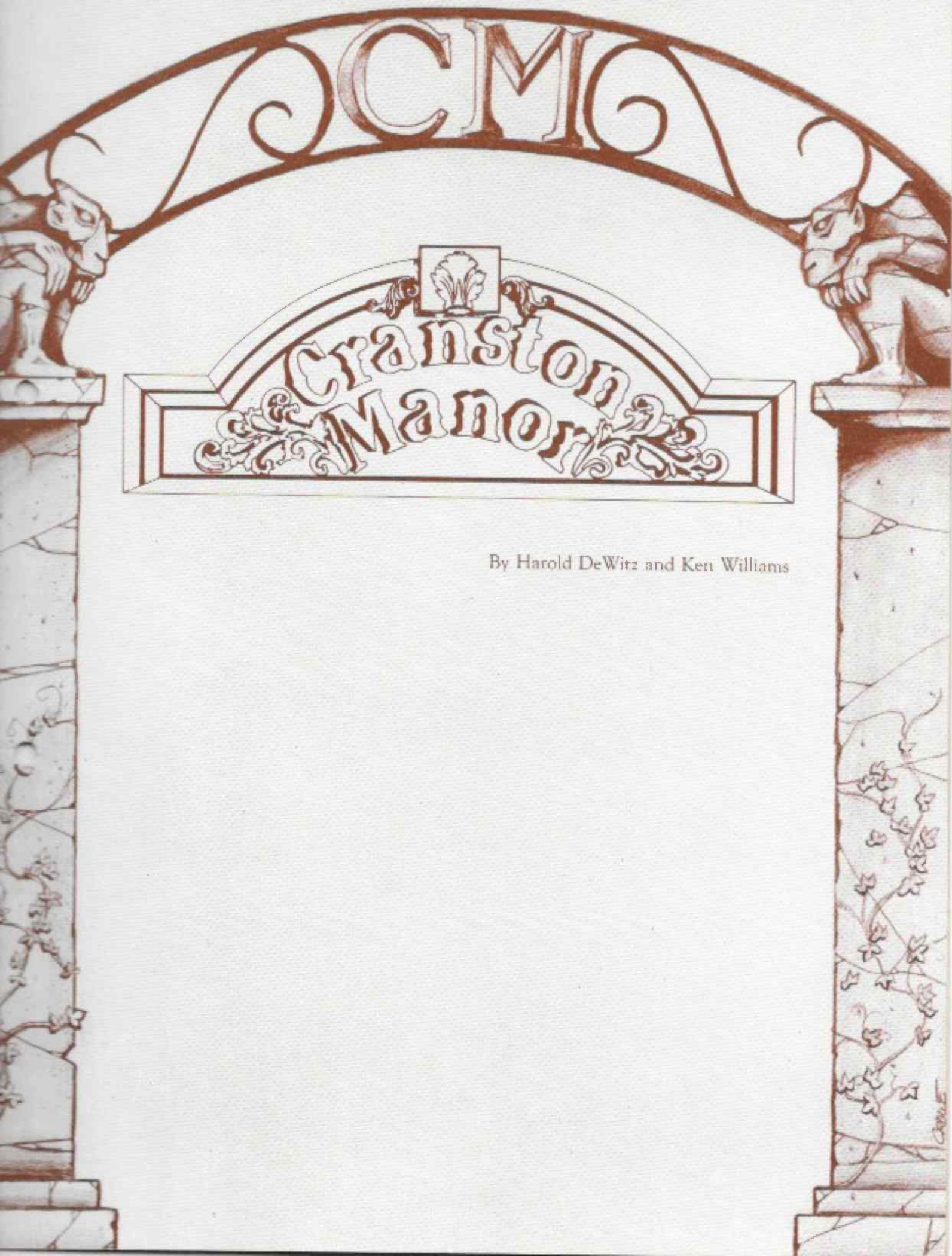
48K
DISKETTE
APPLE II/III+
DOS 3.2 & 3.3

Cranston Manor

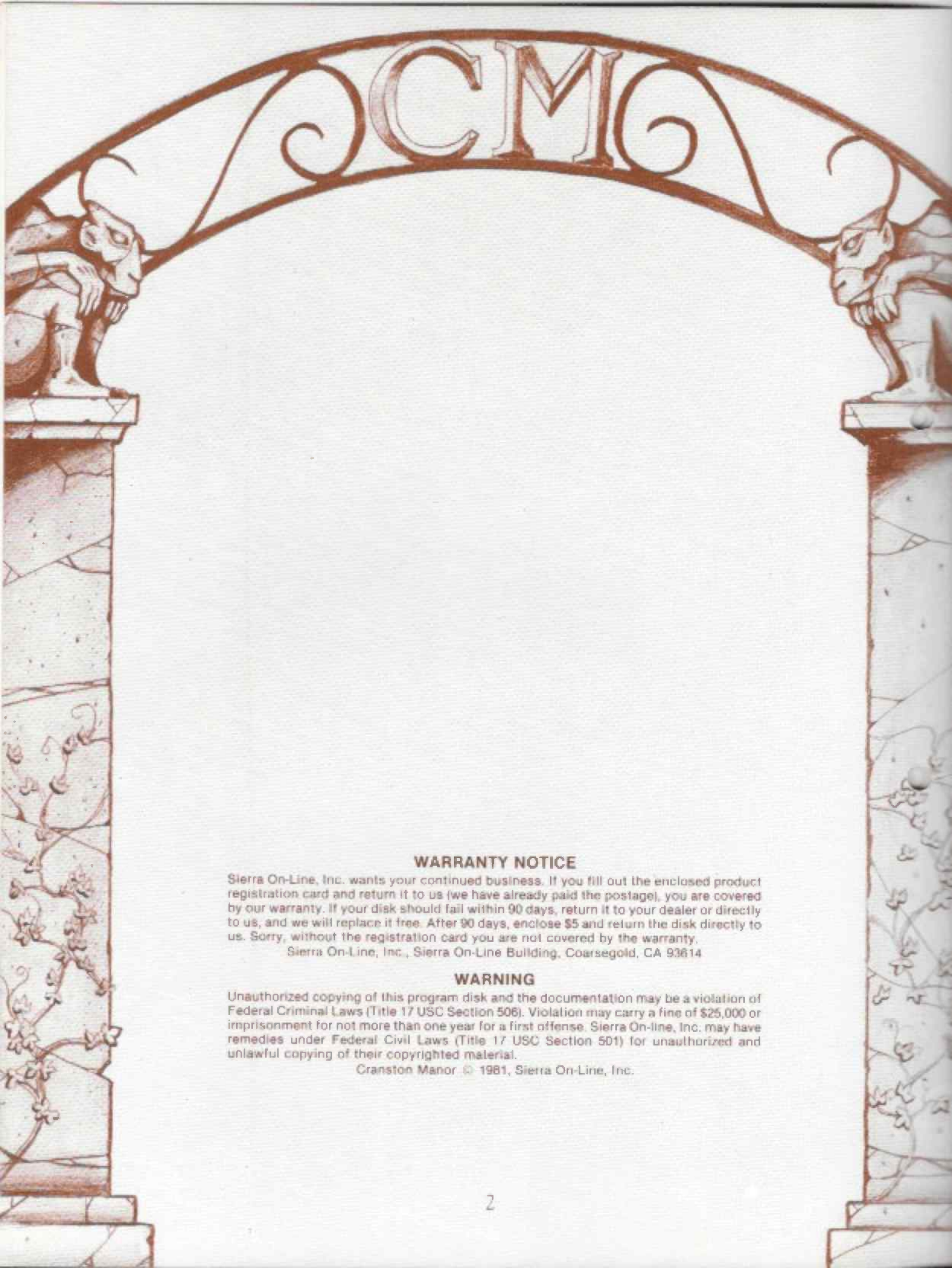


SIERRA ADVENTURE

DM 129.00



By Harold DeWitz and Ken Williams



WARRANTY NOTICE

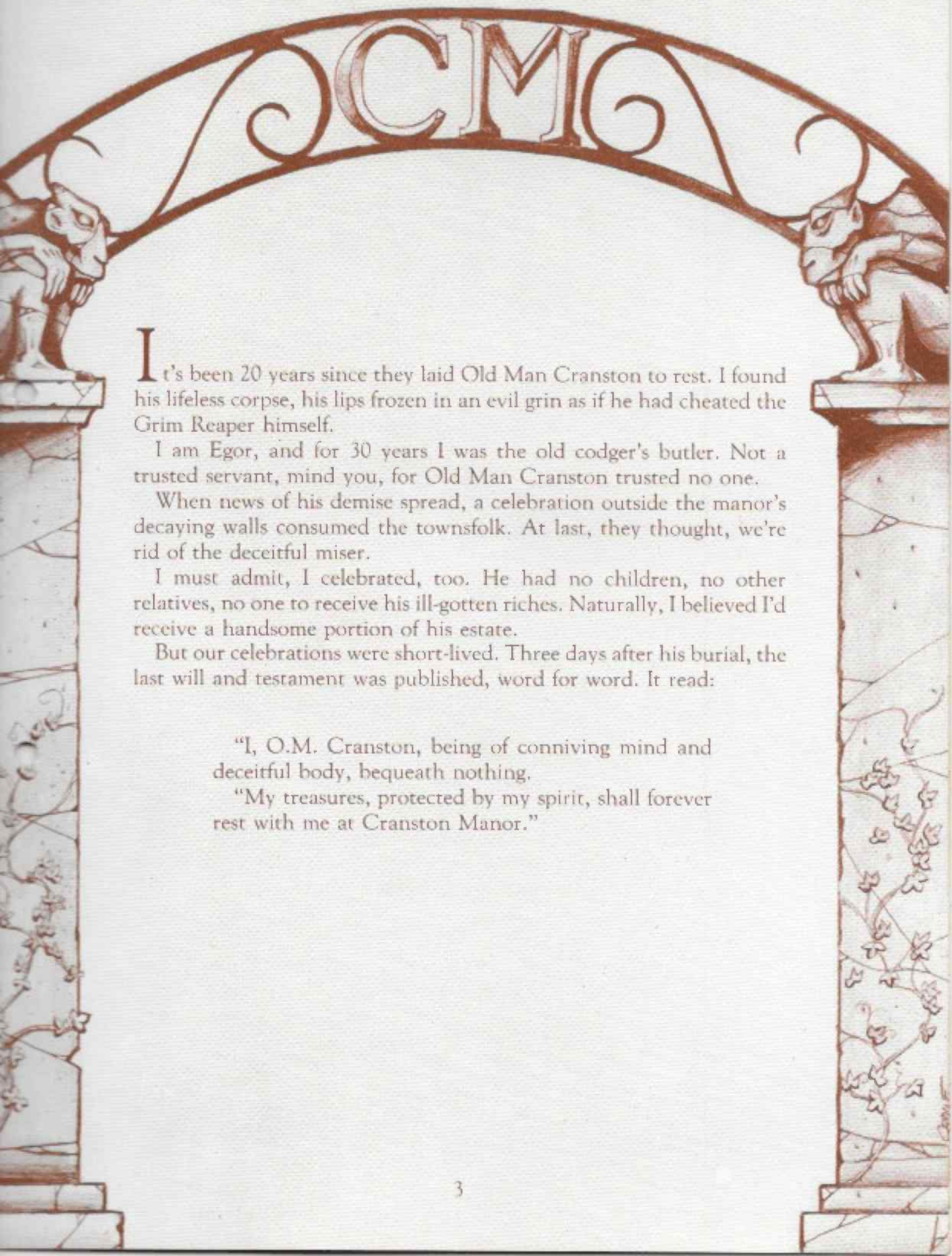
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It's been 20 years since they laid Old Man Cranston to rest. I found his lifeless corpse, his lips frozen in an evil grin as if he had cheated the Grim Reaper himself.

I am Egor, and for 30 years I was the old codger's butler. Not a trusted servant, mind you, for Old Man Cranston trusted no one.

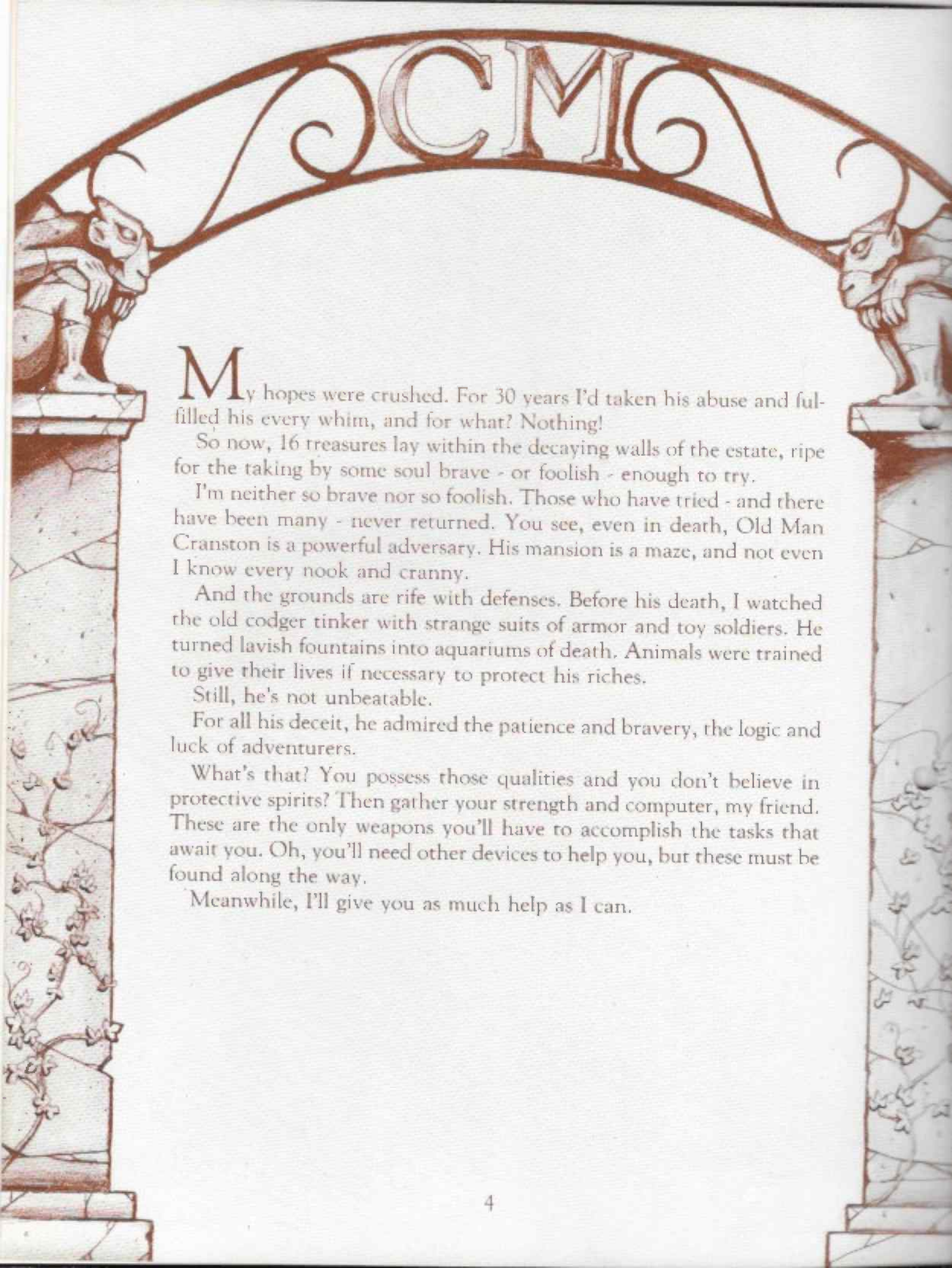
When news of his demise spread, a celebration outside the manor's decaying walls consumed the townsfolk. At last, they thought, we're rid of the deceitful miser.

I must admit, I celebrated, too. He had no children, no other relatives, no one to receive his ill-gotten riches. Naturally, I believed I'd receive a handsome portion of his estate.

But our celebrations were short-lived. Three days after his burial, the last will and testament was published, word for word. It read:

"I, O.M. Cranston, being of conniving mind and deceitful body, bequeath nothing.

"My treasures, protected by my spirit, shall forever rest with me at Cranston Manor."



CM

My hopes were crushed. For 30 years I'd taken his abuse and fulfilled his every whim, and for what? Nothing!

So now, 16 treasures lay within the decaying walls of the estate, ripe for the taking by some soul brave - or foolish - enough to try.

I'm neither so brave nor so foolish. Those who have tried - and there have been many - never returned. You see, even in death, Old Man Cranston is a powerful adversary. His mansion is a maze, and not even I know every nook and cranny.

And the grounds are rife with defenses. Before his death, I watched the old codger tinker with strange suits of armor and toy soldiers. He turned lavish fountains into aquariums of death. Animals were trained to give their lives if necessary to protect his riches.

Still, he's not unbeatable.

For all his deceit, he admired the patience and bravery, the logic and luck of adventurers.

What's that? You possess those qualities and you don't believe in protective spirits? Then gather your strength and computer, my friend. These are the only weapons you'll have to accomplish the tasks that await you. Oh, you'll need other devices to help you, but these must be found along the way.

Meanwhile, I'll give you as much help as I can.

CMG

YOUR COMPUTER - COMMAND IT WISELY

Though its help is immeasurable, your computer companion only understands commands of one or two words.

The treasures are hidden around Old Man Cranston's vast estate, so you'll be doing much traveling. A single letter is all that is needed to move from one place to another: N for north, S for south, E for east, W for west, U for up and D for down.

The computer may occasionally want additional information. For example, if you wish to go through a door, command GO DOOR.

If you wish to look at an object - a sign, for instance - command LOOK SIGN. Command LOOK ROOM to return to the scene.

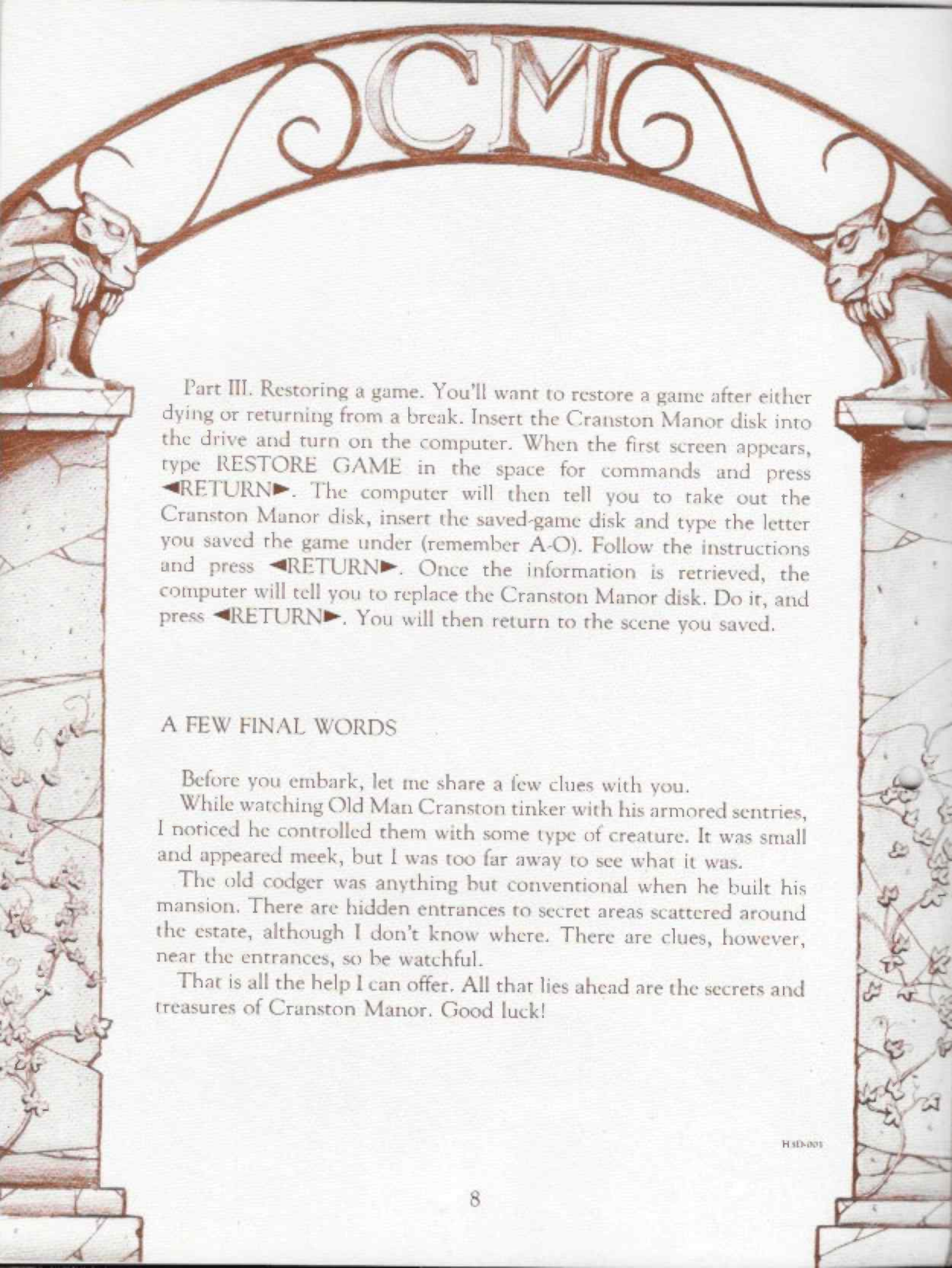
Anytime along the way that you wish to examine what you're carrying, type INV. A list will appear on your computer. If you've gathered one of the Cranston treasures, an asterisk will appear beside it.

Almost any object can be picked up. For instance, if you find and want a crowbar, command GET CROWBAR. If you wish to leave it behind, command DROP CROWBAR; it will appear on the screen.

Although the estate has been deserted for many years, you may encounter someone who holds the key to valuable information. Command that person, say a merchant, to TALK MERCHANT.

If the computer should ever question you, give it a direct answer. A tree may need to be cut down. Command CUT TREE. It asks WITH WHAT: answer WITH AX.

A brief look at where you've been and what you've done - the last 24 lines of description and commands - is gained by pressing the return key. Return to the scene by pressing ◀RETURN▶ again.



Part III. Restoring a game. You'll want to restore a game after either dying or returning from a break. Insert the Cranston Manor disk into the drive and turn on the computer. When the first screen appears, type RESTORE GAME in the space for commands and press ◀RETURN▶. The computer will then tell you to take out the Cranston Manor disk, insert the saved-game disk and type the letter you saved the game under (remember A-O). Follow the instructions and press ◀RETURN▶. Once the information is retrieved, the computer will tell you to replace the Cranston Manor disk. Do it, and press ◀RETURN▶. You will then return to the scene you saved.

A FEW FINAL WORDS

Before you embark, let me share a few clues with you.

While watching Old Man Cranston tinker with his armored sentries, I noticed he controlled them with some type of creature. It was small and appeared meek, but I was too far away to see what it was.

The old codger was anything but conventional when he built his mansion. There are hidden entrances to secret areas scattered around the estate, although I don't know where. There are clues, however, near the entrances, so be watchful.

That is all the help I can offer. All that lies ahead are the secrets and treasures of Cranston Manor. Good luck!

Cranston Manor

It seems that old man Cranston wasn't exactly your run-of-the-mill type millionaire. Exactly how he made his fortune is unknown, but before his untimely death, he had amassed an uncalculated fortune in jewels, gold, and various other rare and priceless items.

Being one of the greediest men alive (in his time anyway), he wanted no one to inherit or share in his riches. For this reason, he hid his treasures, along with some obstacles and traps to guard them throughout his mansion and the surrounding estate.

In this adventure, you are placed in the deserted town of Coarsegold (smothered by Cranston's greed) and it's your goal to find a way into the manor and recover the 16 treasures hidden there. The fortune of a lifetime is yours for the taking. But be forewarned ... some say the spirit of the old man has remained to guard his riches!



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ON-LINE INC

36575 MUDGE RANCH ROAD COARSEGOLD CA 93614
TLX 910 362 5025 209 683 6858